

# TSUNAMI ON THE GOBAN



## Principle of the game:

Play it on a 13x13 board, with a card set as a common deck for both players.

There is no need to take an handicap into account.

## Beginning of the game:

Shuffle the cards before playing and set them into a pile. Also have a pen and a small piece of paper available.

Players begin with no card in hand. Picking cards is not allowed before **at least eight moves** have been played.

## A turn in the game:

Only **one card** can be played during one's turn. At the end of your turn, you cannot have **more than three cards** in hand .

**Counter** cards are the only ones you can play during your opponent's turn.

## At one's turn:

- ◆ The player **may** draw a card.
  - ✓ If this card has an **immediate** effect, you must resolve it.
  - ✓ If it is a **hand** card, you may put it in your hand.
- ◆ If nothing enforced him to play a card so far (immediate effect in particular), the player may play one from his hand, or not play card at all.
- ◆ Then he plays his move on the board, unless the card he played has replaced his move.
- ◆ At the end of one's turn, if the player has four cards in hand, he must discard one.

## End of the game:

Once depleted, the pile is not reset. When all the hand cards are played, the game ends as a regular go game.

## Cards' effects:

Some cards may force **exchanges**, i. e. combinations of **one player's moves and opponent's replies**.

All the moves of an exchange are considered included in the turn of the player whose card triggered the effect. So no other card can be drawn nor played while an exchange is running.

## There are 3 types of cards:

- ◆ **'Before your move' cards** : apply the effect, then play your regular move on the board.
- ◆ **'Replace your move' cards** : follow the instructions instead of playing your regular move.
- ◆ **'Counter' cards** : you can play as many of them as you wish, even during your opponent's turn, to counter any regular move or card he might want to play. The countered and the countering cards are discarded. The countered player cannot play another card this turn (except counter cards).

Illegal moves remain illegal even during card's effects. You cannot force your opponent to play illegal moves.

However, the card's effect must be resolved (including capture) before checking whether the move is legal or not.

A played card whose effects cannot be applied, whichever the reason, is discarded.



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